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TO: Examiner Anh Ly

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FROM: Robert P. Lord

PAGES INCLUDING COVER: 6

RE: U.S. Patent Application Serial No. 10/044,927

► URGENT   ☐ FOR REVIEW   ☐ PLEASE COMMENT   ☐ PLEASE REPLY   ☐ PLEASE RECYCLE

NOTES/COMMENTS:

Examiner Ly,

Further to our phone conversation this morning, please find enclosed claim amendments for the referenced application that incorporate all the requested amendments listed in your Facsimile of June 20, 2005.

If you have any questions, please do not hesitate to contact us.

Best regards,

Robert P. Lord   Reg. No. 46,479

Application No.: 10/044,927   Docket No.: 16159/018001; P6405

CLAIM AMENDMENTS

Please amend the claims as follows:

1.   (Currently Amended) A computer implemented method for generating a projected graph
data structure, comprising:
   generating a request for the projected graph data structure using a variable usage
      specification;
   retrieving a server graph data structure using the generated request;
   generating a projected graph data structure representation using the generated request, the
      server graph data-structure data structure, and a schema associated with the server
      graph data-structure data structure; and
   instantiating the projected graph data-structure data structure using the projected graph
      data-structure data structure representation,
   wherein the variable usage specification comprises a plurality states and at least one
      transition for an application,
   wherein each of the plurality of states comprises a list of required objects and object
      attributes, [[and]]
   wherein the at least one transition comprises business logic to transition the application
      from one state of the plurality of states to another state of the plurality of states,
   wherein the projected graph data structure is an object graph,
   wherein the server graph data structure is an object graph, and
   wherein the projected graph data structure representation comprises a hash table.

2.   (Currently Amended) The computer implemented method of claim 1, further comprising:
   synchronizing projected objects located on the client with distributed objects located on a
      server.

3.   (Cancelled)

4.   (Cancelled)

5.   (Cancelled)

Application No.: 10/044,927   Docket No.: 16159/018001; P6405

6. (Currently Amended) The computer implemented method of claim 1, wherein the projected graph data structure representation comprises an Extensible Mark-up Language document.

7. (Currently Amended) The computer implemented method of claim 1, wherein the projected graph data structure representation comprises a serialized file.

8. (Cancelled)

9. (Currently Amended) The computer implemented method of claim 1, wherein the server graph data structure is located in a persistent data store.

10. (Currently Amended) A computer implemented method for generating a projected graph data structure data structure, comprising:

generating a request for the projected graph data structure data structure using a usage variable specification;

retrieving a server graph data structure data structure using the generated request;

generating a projected graph data structure data structure representation using the generated request, the server graph data structure data structure, and a schema associated with the server graph data structure data structure;

instantiating the projected graph data structure data structure using the projected graph data structure data structure representation; and

synchronizing projected objects located on the client with distributed objects located on a server,

wherein the variable usage specification application comprises a plurality states and at least one transition for an application,

wherein each of the plurality of states comprises a list of required objects and object attributes, [[and]]

wherein the at least one transition comprises business logic to transition the application from one state of the plurality of states to another state of the plurality of states,

wherein the projected graph data structure is an object graph,

wherein the server graph data structure is an object graph, and

wherein the projected graph data structure representation comprises a hash table.

105530   2

11.   (Currently Amended) A <u>computer</u> network system, comprising:

a customer component that generates a request for a projected object graph;

a service component that generates a service-side projected object graph representation;

means for generating the <u>generated</u> request for the projected graph ~~data-structure~~ <u>data structure</u> using a variable usage specification;

means for retrieving a server graph ~~data-structure~~ <u>data structure</u> using the <u>generated</u> request;

means for generating the projected graph ~~data-structure~~ <u>data structure</u> representation using the <u>generated</u> request, the server graph ~~data-structure~~ <u>data structure</u>, and a schema associated with the server graph ~~data-structure~~ <u>data structure</u>; and

means for instantiating the projected graph ~~data-structure~~ <u>data structure</u> using the projected graph ~~data-structure~~ <u>data structure</u> representation,

wherein the variable usage specification comprises a plurality states and at least one transition for an application,

wherein each of the plurality of states comprises a list of required objects and object attributes, [[and]]

wherein the at least one transition comprises business logic to transition the application from one state of the plurality of states to another state of the plurality of states,

<u>wherein the projected graph data structure is an object graph,</u>

<u>wherein the server graph data structure is an object graph, and</u>

<u>wherein the projected graph data structure representation comprises a hash table.</u>

12.   (Currently Amended) The <u>computer</u> network system of claim 11, further comprising:

synchronizing projected objects currently located on the client with distributed objects located on a server.

13.   (Cancelled)

14.   (Cancelled)

15.   (Cancelled)

Application No.: 10/044,927   Docket No.: 16159/018001; P6405

16.   (Currently Amended) The computer network system of claim 11, wherein the projected
        graph data structure data structure representation comprises an Extensible Mark-up
        Language document.

17.   (Currently Amended) The computer network system of claim 11, wherein the projected
        graph data structure data structure representation comprises a serialize file.

18.   (Cancelled)

19.   (Cancelled)

20.   (Currently Amended) The computer network system of claim 11, wherein the server
        graph data structure data structure is located in a persistent data store.

21.   (Currently Amended) The computer network system of claim 11, wherein the customer
        component and the service component communication over a network link.

22.   (Currently Amended) An apparatus for generating a projected graph data structure data
        structure, comprising:
        means for generating a request for the projected graph data structure data structure using
                a variable usage specification;
        means for retrieving a server graph data structure data structure using the generated
                request;
        means for generating a projected graph data structure data structure representation using
                the generated request, the server graph data structure data structure, and a schema
                associated with the server graph data structure data structure; and
        means for instantiating the projected graph data structure data structure using the
                projected graph data structure data structure representation,
        wherein the variable usage specification comprises a plurality states and at least one
                transition for an application,
        wherein each of the plurality of states comprises a list of required objects and object
                attributes, [[and]]
        wherein the at least one transition comprises business logic to transition the application
                from one state of the plurality of states to another state of the plurality of states,

105530   4

wherein the projected graph data structure is an object graph,

wherein the server graph data structure is an object graph, and

wherein the projected graph data structure representation comprises a hash table.

23.   (Original) The apparatus of claim 22, further comprising:

means for synchronizing projected objects located on the client with distributed objects located on a server.